



SESSION HORN

Manual



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Document authored by: musicandtext.com, David Gover

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Germany

Native Instruments GmbH
Schlesische Str. 29-30
D-10997 Berlin
Germany
www.native-instruments.de

USA

Native Instruments North America, Inc.
6725 Sunset Boulevard
5th Floor
Los Angeles, CA 90028
USA
www.native-instruments.com



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1 Welcome to SESSION HORNS

Thank you for choosing SESSION HORNS. SESSION HORNS is a highly expressive and versatile Horn section that lets you quickly achieve great results.

Woodwind and brass are among the most dynamic and expressive acoustic instruments, and the interaction between the individual players of a horn section can be very complex both harmonically and rhythmically.

SESSION HORNS combines outstanding sound quality, an intuitive interface, and innovative functionality not only to provide you with a truly musical workflow, but also to recreate the magic that a soulful Horn section can add to your music.

We hope you enjoy using SESSION HORNS!

Yours,

Thomas Koritke

Manual Conventions

This manual uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing the following notes let you see what kind of information is to be expected:



Whenever this exclamation mark icon appears, you should read the corresponding note carefully and follow the instructions and hints given there if applicable.



This light bulb icon indicates that a note contains useful extra information. This information may often help you to solve a task more efficiently, but does not necessarily apply to the setup or operating system you are using; however, it's always worth a look.

Furthermore, the following formatting is used:

- Text appearing in (drop-down) menus (such as *Open...*, *Save as...* etc.) and paths to locations on your hard drive or other storage devices is printed in *italics*.
- Text appearing elsewhere (labels of buttons, controls, text next to checkboxes, etc.) is printed in light blue. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.

- Important names and concepts are printed in **bold**.
- ▶ Single instructions are introduced by this play button type arrow.
- Results of actions are introduced by this smaller arrow.



To get the best from this instrument please read the manual in its entirety!

2 What is **SESSION HORNS**?

SESSION HORNS delivers the sound of a tight, modern brass section and is aimed at Soul and Pop producers. Brass found in genres such as R&B, Latin, Indie, Nu-Jazz and Reggae can also easily be created.

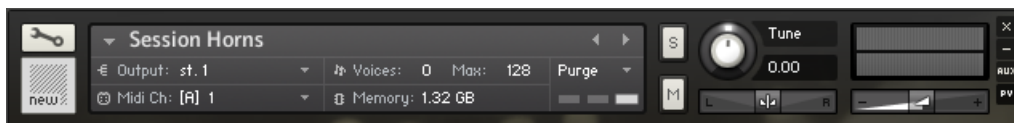
- SESSION HORNS features authentic phrases and sound settings for a variety of different genres.
- SESSION HORNS is a collection of four multi-sampled brass instruments which you can use in different combinations or as a complete section.
The full section consists of one Trombone, one Tenor Sax and two Trumpets. SESSION HORNS' intuitive approach lets you quickly produce authentic brass phrases and arrangements, even if you don't have prior detailed knowledge of brass arrangement.
- True legato transitions on all instruments provide a smooth and natural sound for melodies.
- SESSION HORNS' unique Smart Voice Split allocates each note of a chord to the corresponding brass instrument.
- The Animator turns chords into authentic brass phrases while maintaining real-time control-ability. The Animator will always follow the played chord and adjust the brass phrase to proper voicing.
- A variety of creative mix and mastering presets provides a scope of inspiring sound images.

2.1 About KONTAKT / KONTAKT PLAYER

SESSION HORNS is an Instrument powered by KONTAKT; you will, therefore, have to have KONTAKT or the free KONTAKT PLAYER installed on your computer in order to use SESSION HORNS. Refer to the KONTAKT / KONTAKT PLAYER documentation to learn how to load and configure KONTAKT Instruments.

3 SESSION HORNS Controls

This chapter introduces you to SESSION HORNS' specific controls, which are part of the Performance View section of the Instrument within your KONTAKT / KONTAKT PLAYER software.



The Instrument Header



To learn how to operate the Instrument Header's controls, please refer to the documentation of your KONTAKT or KONTAKT PLAYER software.

3.1 Basic Control Types

SESSION HORNS includes six basic types of controls: buttons, switches, knobs, faders, drop-down menus and spin controls.

3.1.1 Buttons

Buttons can have different shapes ("LED" or square) and are all toggles — click once to turn on, again to turn off. All buttons change their background color when actuated, which reflects the new state.

3.1.2 Selector Switches

Selector switches are used to select one of several options.

- Click the round "LED" next to the desired option to select it.

The Animator section contains two special selector switch types:

- The Phrase selector in the Animator (looks like an octave of piano keys) — click any of the "white" keys to select one of the available phrase.

- The Tempo selector in the Animator, where you can choose one of three available playback speeds.

3.1.3 Knobs

- To change a knob value, click on it and drag up to move the knob clockwise, or down to move it counter-clockwise.
- Knobs can be fine-tuned by holding down your computer keyboard's [Shift] key as you move the knob.
- [Ctrl] + Click (Mac OS X: [Cmd] + Click) resets a knob to its default value.

3.1.4 Drop-Down Menus

Drop-down menus can usually be recognized by a small downward-pointing arrow. To access a drop-down menu's entries, click on the menu. A list holding several entries drops down.

- ▶ To select one of the entries, move the mouse to the corresponding entry so that it gets highlighted, then release the mouse button. The Instrument takes whatever action you've requested, then closes the menu.

3.1.5 Spin Controls

Spin controls are pairs of two small horizontal arrows which provide a second option for selecting items; for instance drop-down menu entries. Click on either arrow to step through the available items.

- The left arrow lets you step backwards through the list.
- The right arrow lets you step forward through the list.

4 The Two KONTAKT Instruments

SESSION HORNS provides you with two separate KONTAKT Instruments (*.nki files): **SESSION HORNS – Performance** and **SESSION HORNS – Single Articulation**. Each one of these *.nki files holds all the relevant controls for shaping the sound of the included instruments.

- The **SESSION HORNS – Performance.nki** is designed for real time performance. It features pre-programmed but very flexible brass phrases using SESSION HORNS' unique Animator function as well as a 'standard' keyboard mode, where different articulations are accessible via velocity switching and pitch wheel.
The SESSION HORNS engine can also intelligently split chord notes and assign them to individual section instruments if required. The **SESSION HORNS – Performance.nki** has three separate pages which you can access by simply clicking on the tabs on the bottom margin of the program window.
- The **SESSION HORNS – Single Articulation.nki** is meant to be used for single articulations – ideal for production and sequencing work.
All Articulations are available in the Single Articulation.nki file. In order to provide a minimum RAM footprint, they are automatically loaded and unloaded depending on your selection. The **SESSION HORNS – Single Articulation.nki** has two separate pages. These can be opened by clicking on the tabs on the bottom margin of the program window.



SESSION HORNS – Performance.nki

5 SESSION HORNS – Performance.nki

The SESSION HORNS – Performance.nki has three different pages, called **Main**, **Sound** and **Control**. This section details the controls present on these pages.

5.1 Main Page

Using the functions in the SESSION HORNS - Performance.nki Main page you can:

- Select instrument combinations for the horns section you want to use.
- Determine a second articulation that is used when you press the keys harder (velocity switching).
- Control how the individual voices are distributed among the instruments in the horns section you have selected.
- Lower the octave for individual instruments.
- Use the unique Animator to play back pre-programmed yet flexible phrases or just use the pre-programmed rhythm of the phrase with your own chords.



The Main page of the SESSION HORNS – Performance.nki

[1] **Section Setup**: It contains the drop-down menu; **Section Setup**. Use this to select the desired combination of woodwind and brass instruments. For details on this section see [↑5.1.1, Section Setup](#).

[2] **Velocity Switch**: It contains a drop-down menu; **Velocity Switch**. Use this to select a second articulation which is used when you play with stronger velocity. For details on this section see [↑5.1.2, Velocity Switch](#).

- [3] **Voicing Assistant**: It contains a drop-down menu; **Voicing Assistant**. Use this to determine how the individual instruments are distributed among the keys you press on your keyboard. For details on this section see [↑5.1.3, Voicing Assistant](#).
- [4] **Octave**: This section contains a drop-down menu; **Octave**. Use this to determine the octaves used by the selected section instrument(s). For details on this section see [↑5.1.4, Octave](#).
- [5] **ANIMATOR**: This section offers a selection of authentic horns phrases for different musical styles. For details on this section see [↑5.1.5, Animator](#).

5.1.1 **Section Setup**

The Section Setup area is located in the top left of the Main page. It contains two drop-down menus; **Section Setup** and **Velocity Switch**.

Section Setup Drop-Down Menu

You can use this drop-down menu to select the desired combination of woodwind and brass instruments.

- To open the **Section Setup** menu, click on the downward pointing arrow. The drop-down menu opens and lets you select one of the available horns section setups. Each instrument is abbreviated as follows:
- Select one of the available instrument combinations in the menu. Your choice will be reflected by the instrument images on screen: images of unused instruments are dimmed.

Abbreviation	Instrument
Tb	Trombone
Ts	Tenor Saxophone
Tp1	Trumpet 1
TP2	Trumpet 2

5.1.2 **Velocity Switch**

Velocity Switch is the second drop-down menu in the Section Setup area. Use this to select a second articulation which is used when you play with stronger velocity, or to disable this function.



Note that the Velocity Switch Articulation is not affected by Chord + Legato, Legato (found in the [Voicing Assistant](#) menu) or Doits/Falls on release (found on the Control page) settings.

Velocity Switch Drop-Down Menu

The following articulation types are available:

Articulation	Explanation
<i>Off</i>	No articulation. Selecting this disables the Velocity Switch function. As a result, sustain articulation is used over the entire velocity range.
<i>Rip</i>	A glide at the beginning of a sustained note. Woodwind and brass variation of a Glissando (Italian: glide).
<i>Grace Note</i>	A continuous change between the (very briefly-sounding) grace note and the longer lasting main note. Distance between the two notes: one whole tone.
<i>Shake</i>	Sounds like a coarse trill. Note: For physical reasons, a Saxophone can not create a shake.
<i>FoPiCre</i>	Short for Forte-Piano-Crescendo (Italian: loud/quiet/growing). This articulation starts with a loud attack, gets quiet very quickly, then increases volume and finally ends abruptly. The dynamic process is based on a tempo of 120 BPM (beats per minute).
<i>FoPiCre Time</i>	This articulation is the same as FoPiCre above, but here the dynamic process is synced to the tempo setting of your host sequencer!
<i>Staccatissimo</i>	Italian: separated. Staccatissimo is an articulation technique characterized by an accented start of each pitch and a short, truncated end resulting in extremely detached and briefly played notes.
<i>Marcato</i>	Italian: marked. Accentuated note or chord with a sharp attack followed by the decaying sound.

5.1.3 Voicing Assistant

The Voicing Assistant area is located top right in the Main page. It contains two drop-down menus; [Voicing Assistant](#) and [Octave](#).

Using the options on this menu, you determine how the individual instruments are distributed among the keys you press on your keyboard. This has considerable impact on how your horns section sounds. These are the available Voicing modes:

Voicing Assistant Drop-Down Menu

Voicing	Explanation
<i>Smart Voice Split</i>	<p>The voices selected in Section Setup are realistically distributed among the keys you press. The order and number of available voices is always consistent and happens realistically from bottom to top, no matter in which order you press the keys. Voices can therefore jump between notes when you press additional notes or release notes.</p> <p>With the full section selected in Section Setup and playing a chord with four notes, the lowest controls the Trombone, the next higher one the Tenor Saxophone and the next higher two control the Trumpets. If you add a fifth note, the new one will replace one of the sounding notes. Which note this is depends on the pitch of the newly pressed note.</p>
<i>Chord + Legato</i>	<p>Use this mode to simultaneously play chords and a monophonic legato melody. Legato is an Italian word and means tied together. To generate a legato melody, you must overlay within an octave the sounding note with the next. Each note you play triggers all instruments currently selected in Section Setup. Example: If you play a chord triad with Full Section selected in Section Setup, each note in the chord is played by all four instruments. This mode does not affect the selected Velocity Switch articulation.</p>
<i>Legato</i>	<p>Use this mode to generate a monophonic legato melody. To make it legato, overlay the currently sounding note with the next. Each note you play triggers all instruments currently selected in Section Setup.</p> <p>SESSION HORNS provides true legato samples to achieve realistic and expressive note transitions both in <i>Chord + Legato</i> and <i>Legato</i> mode. This mode does not affect the selected Velocity Switch articulation.</p>
<i>Polyphonic</i>	<p>Each note you play triggers all instruments currently selected in Section Setup.</p>
<i>Animator</i>	<p>Select this to activate the Animator and use the available Animator phrases; for details see ↑5.1.5, Animator.</p>

5.1.4 Octave

The Octave drop-down-menu is located in the Voicing Assistant area, on the top right of the Main page.

By selecting items in this menu you determine the octaves used by the respective selected section instrument(s). Here's a list of the individual menu entries and what they mean when you have selected *Full Section* in [Section Setup](#):

Octave Drop-Down Menu

Menu Item	Explanation:
<i>Drop Off</i>	Selecting this disables the Drop function.
<i>Drop 1st</i>	The instrument with the lowest reaching tone range (in a full section the Trombone) is shifted one octave downwards.
<i>Drop 2nd</i>	The instrument with the second-lowest reaching tone range (in a full section the Tenor Saxophone) is shifted one octave downwards.
<i>Drop 3rd</i>	The instrument with the third-lowest reaching tone range (in a full section the Trumpet 2) is shifted one octave downwards.
<i>Drop 1st + Drop 2nd</i>	The lowest and second-lowest reaching instruments (in a full section the Trombone and the Tenor Saxophone) are shifted one octave downwards.



If you select other section setups, the content of the Octave drop-down-menu changes accordingly and the available menu items refer to the lowest reaching instruments in the selected section setup.

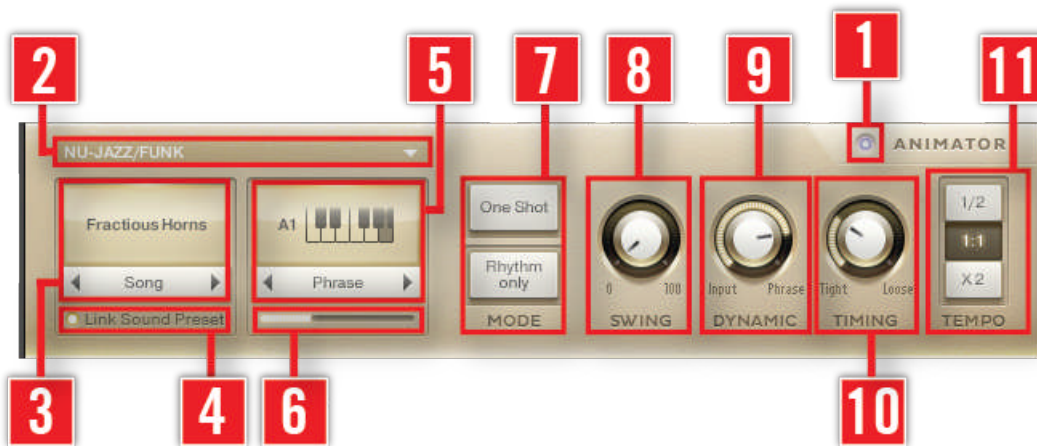
5.1.5 Animator

The Animator is located at the lower end of the Main page. It offers a selection of authentic horns phrases for different musical styles. The phrases are grouped by genre, song and phrase. Each song contains six phrases. Each phrase comes with a harmonic progression which you can shape by playing your own chords. You can also disable the harmonic progression in the phrases altogether and just use their rhythm.

- ▶ To enable the Animator, click the “LED” next to the word **ANIMATOR** on the right side, so that it lights up. As an alternative you can also select the *Animator* item on the Voicing Assistant drop-down-menu.
- ▶ Press a key or a chord on your controller keyboard. The selected phrase will play back for as long as you hold down the key or chord. The progress bar below the Phrase spin control informs you about the current playback position within the phrase.
- ▶ You can switch to a different phrase in the song by clicking or pressing its phrase selector key.

Animator Parameters

The Animator contains the following controls.



The Animator in the SESSION HORNS – Performance.nki

[1] Animator: Click the **ANIMATOR** text or blue LED once to turn the Animator on. Press it again to turn it off.

[2] Genre Drop-Down-Menu: Select a genre in this drop-down-menu, located in the top left area of the Animator section.

[3] Song Drop-Down-Menu and Spin Controls: These selection tools are located below the left side of the Genre drop-down-menu. The drop-down-menu becomes visible when you click into the area above the spin controls. Select one of the available songs in the drop-down-menu or by using the [Song](#) spin controls.

[4] Link Sound Preset Button: This button is located below the Song spin controls. Each song contains tailored Sound Mix and FX presets. If you activate the [Link Sound Preset](#) button these presets are automatically used and when you select another Song, the preset Sound Mix and FX settings of that Song will automatically be used.

[5] Phrase Selector Switch and Spin Controls: These selection tools are located below the right side of the Genre drop-down-menu. Select a phrase. Several options are available for this:

- Press any of the phrase selector keys C1 to A1 on your controller keyboard or the KON-TAKT on-screen keyboard, where they are shown in pink.
- Click any of the “white” keys in the Phrase area of the Animator.
- Use the Phrase spin controls.

[6] Progress Bar: This is located below the Phrase spin controls. When you trigger a phrase, the progress bar informs you about the current playback position within the phrase.

[7] Mode Buttons: These two buttons are located to the right of the Phrase Selector.

- ▶ If you activate the [One Shot](#) button and just briefly press the desired chord, the full phrase will be played back once.
- ▶ If you activate the [Rhythm only](#) button, only the rhythm and the articulation of the respective phrase will be used to play back the chords you press with proper woodwinds and brass voicing.

[8] Swing: The Swing knob is located to the right of the Mode buttons.

- ▶ If you wish, use this knob to apply a swing factor to the Animator phrases. Experiment to find a fitting swing setting for the type of music you are creating.

[9] Dynamic: You find the Dynamic knob to the right of the Swing knob. It is used to define what determines the dynamics in the Animator phrase; the velocity with which you hit the keys and/or the dynamics pre-programmed in the phrase.

- ▶ Use the Dynamic knob to determine how these two factors influence the phrase dynamics.

[10] Timing: This is located to the right of the Dynamic knob.

- ▶ Use this knob to control the timing accuracy of the instruments in selected horns section. The further you turn this knob to the right, the more the start offsets between the individual instruments become clearly audible.

[11] Tempo: This selector switch to the right in the Animator lets you select a phrase playback. No matter which speed you select here, it has no impact on the phrase pitch.

- ▶ Select **1/2** to play back the phrase with half of the original tempo.
- ▶ Select **1:1** to play back the phrase with the tempo currently set in your host application or in KONTAKT.
- ▶ Select **X2** to play back the phrase with double speed.

5.2 Sound Page

Using the functions in the SESSION HORNS - Performance.nki Sound page you can:

- Select mix presets in the Sound section.
- Select and activate Master FX presets in the Sound section.
- Use the Detune function in the Humanize section to slightly (or heavily) detune the instruments in the selected horns section.
- Set up stereo width in the Stereo section or create a mono signal.
- Select and activate a reverb type and set the amount of reverb in the resulting output signal.



The Sound page of the SESSION HORNS – Performance.nki

[1] **SOUND**: Contains two separate control elements:

- **Section Mix Drop-Down-Menu and Spin Controls**: Use this to control the volume balance and EQ settings of the individual instruments in the horns section.
- **Master Fx Drop-Down-Menu and Spin Controls**: Use the presets available here control a Master effect chain consisting of Compressor, EQ, Tape Saturator, Delay, Distortion and Filter.
- For more details on the Sound section see [↑5.2.1, Sound](#).

[2] **HUMANIZE**: Use this to introduce detuning among the instruments in the horns section. For more details see [↑5.2.2, Humanize](#).

[3] **STEREO**: Use this to increase/decrease the width of the stereo panorama or create a mono signal. For more details see [↑5.2.3, Stereo](#).

[4] **REVERB**: Use this to place the horns section in a variety of different rooms and ambiences. For more details see [↑5.2.4, Reverb](#).

5.2.1 Sound

The Sound area is located at the lower end of the Sound page. This is where you can select one of the many available Section Mix and Master Fx presets.

Section Mix Drop-Down-Menu and Spin Controls

These are located on the left side of the sound area. The drop-down-menu becomes visible when you click into the area above the spin controls. The presets available here control the volume balance and EQ settings of the individual instruments in the horns section.

- ▶ Select one of the available mix presets in the drop-down-menu or by using the [Section Mix](#) spin controls.

Master Fx Drop-Down-Menu and Spin Controls

These selection options are located to the right of the section mix options. The drop-down-menu becomes visible when you click into the area above the spin controls. The presets available here control a Master effect chain consisting of Compressor, EQ, Tape Saturator, Delay, Distortion and Filter.

- ▶ Select one of the available Master Fx presets in the drop-down-menu or use the [Master Fx](#) spin controls.
- ▶ Activate the Master FX by clicking the [ON](#) “LED.”

5.2.2 Humanize

The Detune knob in this section lets you introduce a degree of detuning among the instruments in the horns section that you have selected in [Section Setup](#) in the Main page.

- ▶ To do this, activate the Humanize function by clicking its “LED” switch so that it lights up. Then turn up the Detune knob.



Handle with care! Turning the Detune knob up all the way creates a heavily detuned signal.

5.2.3 Stereo

Session Horn’s audio signal is being output in stereo by default.

When you activate the Stereo section by clicking its “LED” switch, you can either increase/decrease the width of the stereo panorama or create a mono signal:

- ▶ With Stereo activated, turn the Width knob up to increase or turn it down to decrease the stereo panorama width.
- ▶ With Stereo activated, turn the Width knob to 0 to get a mono signal.

5.2.4 Reverb

SESSION HORNS includes a high-end convolution reverb that lets you place the horns section in a variety of different rooms and ambiances. You can choose from a great number of presets.

Reverb Drop-Down-Menu and Spin Controls

These are located below the Reverb switch.

- ▶ Click on the name of the currently selected reverb preset to open the menu where you can select another preset.
- ▶ As an alternative, use the Spin controls to step through and thereby select any of the available presets.

AMT Fader

Use this fader to determine the ratio between the dry signal (no reverb) and the reverberated signal.

- ▶ To do this, drag the fader handle in horizontal direction.

5.3 Control Page

Using the functions in the SESSION HORNS - Performance.nki Control page you can set up a number of parameters that you can control using external MIDI controllers or by the way you play.



The Control page of the SESSION HORNS – Performance.nki

[1] **DYNAMIC CONTROL**: Use this section to control the SESSION HORNS dynamics. For more details see [↑5.3.1, Dynamic Control](#).

[2] **PITCH WHEEL**: Use this section to define what happens when you use the Pitch Wheel on your controller keyboard. For more details see [↑5.3.2, Pitch Wheel](#).

[3] **SUSTAIN PEDAL**: Use this section options to determine will happen if you press your Sustain Pedal. For more details see [↑5.3.3, Sustain Pedal](#).

5.3.1 Dynamic Control

Here you can select one of two available methods (Velocity or Expression) to control the SESSION HORNS dynamics.

Velocity

- ▶ If you select this option, you control the dynamics by playing the keys on your controller keyboard harder or softer (i.e. with more or less velocity).

Expression

- ▶ If you select this option, you control the dynamics by using MIDI Controller Change #11 (CC#11). Use this mode for dynamic changes that should occur after you have pressed the keys. One common use for this controller type is to generate crescendos or decrescendos. Note that the Velocity switch articulation is still available here. It can be activated as usual by pressing the keys harder.



The Expression controller type can only be used if your keyboard supports it.

Velocity Drop-Down-Menu

This menu lets you select one of three available Velocity curves. These can be used to adjust the overall Velocity response of SESSION HORNS to your controller keyboard's characteristics:

<i>Linear velocity</i>	The input velocity values are not processed.
<i>Hard Velocity</i>	This is useful if you happen to use a “light” master keyboard (which outputs higher velocity values even when you play rather softly) as this transforms higher input velocities to relatively low ones.
<i>Soft Velocity</i>	This setting is useful for “heavy” master keyboards as they respond more easily to your playing.

Open the drop-down-menu and select the desired curve.



This menu is only available when you select Velocity for dynamic control.

5.3.2 Pitch Wheel

Here you can select one of three available options and thereby define what happens when you use the Pitch Wheel on your controller keyboard. These are the options:

Normal

As the name implies, the Pitch Wheel will behave normally when you selected this option. This means, you can use it to continuously bend the pitch of the sound by +- two semitones.

Doits/Falls on Note

Select this option to use the Pitch Wheel for controlling Doits and Falls on Note start. Doits and Falls are typical brass articulations.

- ▶ Move the Pitch Wheel up and play a chord or note which quickly ends with Doits.
- ▶ Move the Pitch Wheel fully down and play a chord or note which quickly ends with fast Falls.
- ▶ Move the Pitch Wheel down just a bit to get slower Falls.

Doits/Falls on release

Select this option to use the Pitch Wheel for controlling Doits and Falls on key release. This lets you play a chord for as long as you want and end it with Doits or Falls as soon as you let go of the keys on your controller keyboard. This mode does not affect the selected Velocity Switch articulation.

- ▶ Move the Pitch Wheel up and play a chord or note which ends with Doits when you release the keys.
- ▶ Move the Pitch Wheel fully down and play a chord or note which ends with fast Falls when you release the keys.
- ▶ Move the Pitch Wheel down just a bit to get slower Falls.



With this option you can also use the Pitch Wheel after Note On.

5.3.3 Sustain Pedal

Select one of these two options to determine what should happen if you press your Sustain Pedal (MIDI Controller Change # 64).

Same Note Legato

When a real horns section plays same note legato, the second note has a “tongued” attack, which sounds different than the usual attack. SESSION HORNS utilizes dedicated samples with tongued attack and Same Note Legato allows for realistic note repetitions if the same key is pressed repeatedly while holding the pedal down.

Animator

As an alternative you can use the Sustain Pedal to instantly start the Animator at any time.



When you have selected this option, Same Note Legato is not available.

How to utilize the Animator

1. Play and hold a chord or a key without pressing the sustain pedal. You will get a normal sustained Horns sound.
 2. Press the sustain pedal and play a chord with the left hand. The Animator will start.
 3. Keep this chord pressed and release the sustain pedal.
 4. Now play a chord or a note with the right hand.
- The Animator will continue to run and you will hear both the Animator phrase and the right hand notes. The Animator will play for as long as any key is pressed. This lets you improvise by using a combination of Animator phrases and melody or chord notes. With a little practice this can be a powerful real-time performance tool.

6 SESSION HORNS – Single.nki

This NKI features only one Articulation at a time and can be used for detailed composition and production work. The NKI has two different pages; Main and Sound which are described in detail in this chapter.

6.1 Main Page

Using the functions in the SESSION HORNS - Single Articulation.nki Main page you can:

- Select instrument combinations for the horns section you want to use.
- Select an articulation type.
- Control how the individual voices are distributed among the instruments in the horns section you have selected.
- Lower the octave for individual instruments.



The Main page of the SESSION HORNS – Single Articulation.nki

[1] **Section Setup**: It contains the drop-down menu; **Section Setup**. Use this to select the desired combination of woodwind and brass instruments. For details on this section see [↑6.1.1, Section Setup](#)

[2] **Articulation**: It contains a drop-down menu; **Articulation**. Use this to select a second articulation which is used when you play with stronger velocity. For details on this section see [↑6.1.2, Articulation](#)

[3] **Voicing Assistant**: It contains a drop-down menu; **Voicing Assistant**. Use this to determine how the individual instruments are distributed among the keys you press on your keyboard. For details on this section see [↑6.1.3, Voicing Assistant](#).

[4] **Octave**: This section contains a drop-down menu; **Octave**. Use this to determine the octaves used by the selected section instrument(s). For details on this section see [↑6.1.4, Octave](#)

[5] **DYNAMIC CONTROL**: Use this section to select one of two available MIDI Controller message types (Velocity or Expression) to control Session Horn's dynamic behavior. For details on this section see [↑6.1.5, Dynamic Control](#)

6.1.1 Section Setup

The Section Setup area is located top left in the Main page. It contains two drop-down menus; **Section Setup** and **Articulation**.

Section Setup Drop-Down Menu

You can use this drop-down menu to select the desired combination of woodwind and brass instruments.

- To open the **Section Setup** menu, click on the downward pointing arrow. The drop-down menu opens and lets you select one of the available horns section setups.
- Select one of the available instrument combinations in the menu. Your choice will be reflected by the instrument images on screen: images of unused instruments are dimmed.

Abbreviation	Instrument
Tb	Trombone
Ts	Tenor Saxophone
Tp1	Trumpet 1
TP2	Trumpet 2

6.1.2 Articulation

Articulation is the second drop-down menu in the Section Setup area. Use this to select an articulation that you want to use. The following articulation types are available:

Articulation Drop-Down Menu

Articulation	Explanation
<i>Sustain</i>	All notes are held for as long as you press the corresponding keys.
<i>Rip</i>	A glide at the beginning of a sustained note. Woodwind and brass variation of a Glissando (Italian: glide).
<i>Grace Note</i>	A continuous change between the (very briefly-sounding) grace note and the longer lasting main note. Distance between the two notes: one whole tone.
<i>Shake</i>	Sounds like a coarse trill. Note: For physical reasons, a Saxophone can not create a shake.
<i>FoPiCre</i>	Short for Forte-Piano-Crescendo (Italian: loud/quiet/growing). This articulation starts with a loud attack, gets quiet very quickly, then increases volume and finally ends abruptly. The dynamic process is based on a tempo of 120 BPM (beats per minute).
<i>FoPiCre Time</i>	Same as FoPiCre above, but here the dynamic process is synced to the tempo setting of your host sequencer!
<i>Staccatissimo</i>	Italian: separated. Staccatissimo is an articulation technique characterized by an accented start of each pitch and a short, truncated end resulting in extremely detached and briefly played notes.
<i>Marcato</i>	Italian: marked Accentuated note or chord with a sharp attack followed by the decaying sound.
<i>Falls Slow</i>	A note of definite pitch that fairly slowly slides down to another note of definite pitch.
<i>Falls Fast</i>	A note of definite pitch quickly sliding down to another note of definite pitch.
<i>Doits</i>	A note that chromatically slides upwards to an indefinite pitch.
<i>Soft Sustain</i>	Softly played sustained notes that are held until you release the corresponding keys.

6.1.3 Voicing Assistant

The Voicing Assistant area is located top right in the Main page. It contains two drop-down menus; [Voicing Assistant](#) and [Octave](#).

Using the options on this menu, you determine how the individual instruments are distributed among the keys you press on your keyboard. This has considerable impact on how your horns section sounds. These are the available Voicing modes:

Voicing Assistant Drop-Down Menu

Voicing	Explanation
<i>Smart Voice Split</i>	<p>The voices selected in Section Setup are realistically distributed among the keys you press. The order and number of available voices is always consistent and happens realistically from bottom to top, no matter in which order you press the keys. Voices can therefore jump between notes when you press additional notes or release notes.</p> <p>With the full section selected in Section Setup and playing a chord with four notes, the lowest controls the Trombone, the next higher one the Tenor Saxophone and the next higher two control the Trumpets. If you add a fifth note, the new one will replace one of the sounding notes. Which note this is depends on the pitch of the newly pressed note.</p>
<i>Chord + Legato</i>	<p>Use this mode to simultaneously play chords and a monophonic legato melody. Legato is an Italian word and means tied together. To generate a legato melody, you must overlay within an octave the currently sounding note with the next. Each note you play triggers all instruments currently selected in Section Setup. Example: If you play a chord triad with Full Section selected in Section Setup, each note in the chord is played by all four instruments.</p>
<i>Legato</i>	<p>Use this mode to generate a monophonic legato melody. To make it legato, overlay the currently sounding note with the next. Each note you play triggers all instruments currently selected in Section Setup.</p> <p>SESSION HORNS provides true legato samples to achieve realistic and expressive note transitions both in Chord + Legato and Legato mode.</p> <p>Note: Chord + Legato and Legato are only available if the sustain articulation is selected.</p>
<i>Polyphonic</i>	Each note you play triggers all instruments currently selected in Section Setup .


6.1.4 Octave

The Octave drop-down-menu is located in the Voicing Assistant area, on the top right of the Main page.

By selecting items in this menu you determine the octaves used by the respective selected section instrument(s). Here's a list of the individual menu entries and what they mean when you have selected *Full Section* in [Section Setup](#):

Octave Drop-Down Menu

Menu item	Effect:
Drop Off	Selecting this disables the Drop function.
Drop 1st	The instrument with the lowest reaching tone range (in a full section the Trombone) is shifted one octave downwards.
Drop 2nd	The instrument with the second-lowest reaching tone range (in a full section the Tenor Saxophone) is shifted one octave downwards.
Drop 3rd	The instrument with the third-lowest reaching tone range (in a full section the Trumpet 2) is shifted one octave downwards.
Drop 1st + Drop 2nd	The lowest and second-lowest reaching instruments (in a full section the Trombone and the Tenor Saxophone) are shifted one octave downwards.



If you select other section setups, the content of the Octave drop-down-menu changes accordingly and the available menu items refer to the lowest reaching instruments in the selected section setup.

6.1.5 Dynamic Control


In this area you can select one of two available MIDI Controller message types (Velocity or Expression) to control Session Horn’s dynamic behavior.

Velocity

- ▶ Activate this button if you want to control the dynamics via Velocity; by playing the keys on your controller keyboard harder or softer (i.e. with more or less velocity).

Expression

- ▶ Activate this button if you want to control the dynamics using MIDI Controller Change #11 (CC#11), e.g. generated by an expression pedal.



This controller type can only be used if your keyboard supports it.

Velocity Drop-Down-Menu

This menu lets you select one of three available Velocity curves

- Open the drop-down-menu and select the desired curve.



This menu is only available when select Velocity for dynamic control.

6.2 Sound Page

Using the functions in SESSION HORNS - Single Articulation.nki Sound page you can:

- Select mix presets in the Sound section.
- Select and activate Master FX presets in the Sound section.
- Use the Detune function in the Humanize section to slightly (or heavily) detune the instruments in the selected horns section.
- Set up stereo width in the Stereo section or create a mono signal.
- Select and activate a reverb type and set the amount of reverb in the resulting output signal.



The Sound page of the SESSION HORNS – Single Articulation.nki

[1] **SOUND**: Contains two separate control elements:

- **Section Mix Drop-Down-Menu and Spin Controls**: Use this to control the volume balance and EQ settings of the individual instruments in the horns section.
- **Master Fx Drop-Down-Menu and Spin Controls**: Use the presets available here control a Master effect chain consisting of Compressor, EQ, Tape Saturator, Delay, Distortion and Filter.
- For more details on the Sound section see [↑5.2.1, Sound](#).

[2] **HUMANIZE**: Use this to introduce detuning among the instruments in the horns section. For more details see [↑5.2.2, Humanize](#).

[3] **STEREO**: Use this to increase/decrease the width of the stereo panorama or create a mono signal. For more details see [↑5.2.3, Stereo](#).

[4] **REVERB**: Use this to place the horns section in a variety of different rooms and ambiances. For more details see [↑5.2.4, Reverb](#).

6.2.1 Sound

The Sound area is located at the lower end of the Sound page. This is where you can select one of the many available [Section Mix](#) and [Master Fx](#) presets.

Section Mix Drop-Down-Menu and Spin Controls

These are located on the left side of the sound area. The drop-down-menu becomes visible when you click into the area above the spin controls. The presets available here control the volume balance and EQ settings of the individual instruments in the horns section.

- ▶ Select one of the available mix presets in the drop-down-menu or by using the [Section Mix](#) spin controls.

Master Fx Drop-Down-Menu and Spin Controls

These selection options are located to the right of the section mix options. The drop-down-menu becomes visible when you click into the area above the spin controls. The presets available here control a Master effect chain consisting of Compressor, EQ, Tape Saturator, Delay, Distortion and Filter on/off switch.

- ▶ Select one of the available Master Fx presets in the drop-down-menu or use the [Master Fx](#) spin controls.
- ▶ Activate the Master FX by clicking the [ON](#) "LED".

6.2.2 Humanize

The Detune knob in this section lets you introduce a degree of detuning among the instruments in the horns section that you have selected in [Section Setup](#) in the Main page.

- ▶ To do this, activate the Humanize function by clicking its “LED” switch so that it lights up. Then turn up the Detune knob.



Handle with care! Turning the Detune knob up all the way creates a heavily detuned signal.

6.2.3 Stereo

Session Horn’s audio signal is being output in stereo by default.

When you activate the Stereo section by clicking its “LED” switch, you can either increase/decrease the width of the stereo panorama or create a mono signal:

- ▶ With Stereo activated, turn the **WIDTH** knob up to increase or turn it down to decrease the stereo panorama width.
- ▶ With Stereo activated, turn the **WIDTH** knob to 0 to get a mono signal.

6.2.4 Reverb

SESSION HORNS includes a high-end convolution reverb that lets you place the horns section in a variety of different rooms and ambiances. You can choose from a great number of presets.

Reverb Drop-Down-Menu and Spin Controls

These are located below the Reverb switch.

- ▶ Click on the name of the currently selected reverb preset to open the menu where you can select another preset.
- ▶ As an alternative, use the Spin controls to step through and thereby select any of the available presets.

AMT Fader

Use this fader to determine the ratio between the dry signal (no reverb) and the reverberated signal.

- ▶ To do this, drag the fader handle in horizontal direction.

7 Credits

Produced, engineered and mixed by Thomas Koritke

Sound Design / Sample Editing: Sascha Haske, Holger Brauns

Concept: Thomas Koritke, Sebastian Bretschneider, Frank Elting

Script Programming / Product Development: Sebastian Bretschneider

Animator: Sebastian Bretschneider, Paul Lawley, Lars Dahlke

Interface Design: Max Mondon, Gösta Wellmer, Efflam Le Bivic

Impulse Responses: Native Instruments, e-instruments, Studiotoools

Manual: musicandtext.com, David Gover

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